THUSARA SARATH

Software Engineer
Phone: 416-553-5117
Email: Thus.Sarath@gmail.com

PROFESSIONAL PROFILE

Software Engineer with a proven record of designing software, interfacing with clients, and working with different environments and frameworks. Expertise in C++ and C# with an interest in JavaScript and Python.

SKILLS

- Languages: C/C++, C#.NET, Java, JavaScript, CSS, HTML, SQL, Assembly
- Tools/Frameworks: JIRA, Git, TFS, IIS, Jenkins
- Methodologies: Agile, Continuous Integration, Git-Flow, Unit & Integration testing.

EXPERIENCE

Software Engineer – *Thomson Reuters / OLAP Vision* 02/2018 – Present

- Working on a C# / IIS / SQL / AngularJS application for budgeting and forecasting.
- Designed and delivered a Windows service for syncing file system changes with an SQL database.
- Wrote unit tests and integration tests, worked with build automation in Jenkins.
- Assisted with client support tickets using Jira Service Desk and Remote desktop (SecureLink/WebEx).

Software Developer – *AbacusNext Inc.* 02/2017 – 02/2018

- Worked on a C#/VB/SQL application: A Case Management software for lawyers.
- Implemented new user stories, improved runtime performance, and fixed bugs.
- Wrote and updated SQL Queries/Views/functions/stored procedures to handle software requirement changes.

Software Engineer – *NeuronicWorks Inc.* 11/2015 – 02/2017

- Lead developer and/or team member spanning multiple software projects in C++ and C#.
- Improved C# software used to control a 120 DSLR Camera 3D scanning system by reducing over 80% of crash reports, redesigning UX elements, and adding new features.
- Worked with .NET Entity Framework for SQL queries. Wrote code-based database migration scripts.
- Met with clients for requirements analysis and software prototyping based on project timeline/budget.

PROJECTS

Quil 10/2018 – Present

- A website for aspiring writers: built with React for frontend and Python Django REST framework for backend.

FFsplit 05/2012 – 06/2015

- Designed and implemented a C++/C# application for desktop content streaming with over 120,000 downloads.
- Considerably minimized CPU usage by refactoring older graphics code into efficient DirectX code.
- Created a DirectShow plugin that interfaced with the popular FFMPEG open source library.
- Increased performance by over 200% on multicore CPUs by using multithreading.
- Communicated with thousands of end-users and aggregated user feedback and bug reports.

ARM Cortex Media Player 2014-2015

- Programmed an ARM Cortex M3 Microcontroller in C and Assembly to display images on an LCD screen, play audio files, and process joystick input.
- Leveraged RTOS capabilities such as threading and task scheduling to significantly increase responsiveness.

EDUCATION

- Bachelor of Computer Engineering – Ryerson University 2015
- International Baccalaureate (IB) Diploma – Victoria Park Collegiate Institute 2008